

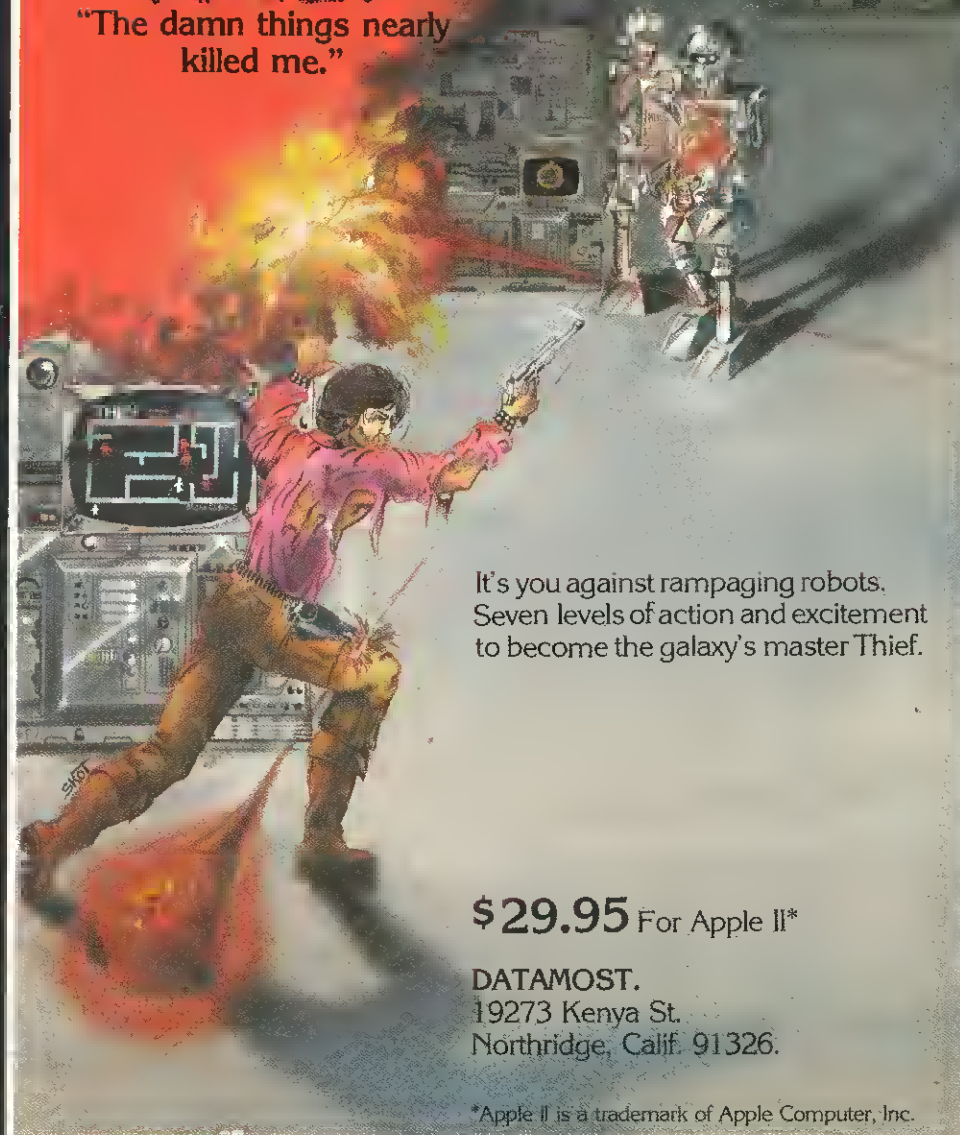


**DATAMOST**

19273 Kenya St., Northridge, Ca 91326 (213) 366-7160

# "THIEF"

"The damn things nearly  
killed me."



It's you against rampaging robots.  
Seven levels of action and excitement  
to become the galaxy's master Thief.

**\$29.95** For Apple II\*

**DATAMOST.**  
19273 Kenya St.  
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# "THIEF"

by Bob Flanagan

Place the diskette in your disk drive and turn on the power. This is for computers with the autostart ROMS. Without the autostart ROMS, simply place the diskette in your drive and type PR# (the slot your drive is in). In either instance the screen will then ask you to hit any key to begin the game.

Before you begin, center your joystick or paddles so you won't have any irregular motions. As the Thief, you are the man on the left side of the screen in the maze. There will also be a random number of robots whose only goal is to get you and keep you from going through the four levels of play!

(Note. The men you have remaining appear in the lower left corner of the screen beneath the maze. The lower right hand corner is where your score will appear. The present high score will be in the upper right hand corner.)

A joystick is recommended. However, the game also plays with paddles. Move either in the direction you wish the Thief to move.

The object is to get as high a score as possible by destroying as many robots as you can. There are three ways to destroy a robot. First, fire your laser and hit the robot. To fire, just press button Zero (0), aim with your joystick (or paddles) . . . but do not release the button until the Thief's arm is pointed in the direction you want to fire. Release the button and a laser shot will be fired. Care should be taken since directing the arm with the button **down** aims the laser fire. Without the button pressed the Thief will just travel in the direction indicated. Your laser can continue to fire so don't be thrifty. Use all the shots you need!

The laser fire cannot go thru the walls. And you will be destroyed by any contact with either the walls or the robots.

The second way to destroy a robot is to play a waiting game, and allow the unearthly-blob to appear. It will destroy all in its path . . . robots or even you. So, position yourself to allow a quick exit if necessary.

The third method is to allow the robots to destroy themselves. For example, the maze is a green color until you reach a score of 400. Then the maze takes on a blue color and the robots are now armed and vicious! They fire their lasers at you, or anything in their way. If you move and position yourself properly, you can have them kill each other. By the way, your laser or the robots' laser fire cannot destroy the blob, so don't try.

As you fight your way through the game, the mazes change in difficulty and color.

Score	Maze Color
0-390	Green
400-1590	Blue
1600-3190	Red
3200-????	Violet

By achieving a score of 2000 you receive an extra man. If you destroy all the robots and leave the maze, by heading out an open door, you receive bonus points, depending upon the number of robots in that sequence. You will then appear on the opposite side from where you exited the last maze. When you enter through a door, it will close and cannot be used for an exit! You will be destroyed if you try to exit a closed door. It is possible to dodge the laser fire of the robots but very difficult to outrun the unearthly-blob . . . unless you are a true master Thief. Good luck. Have fun!!